

# THE UNHOLY MISSION

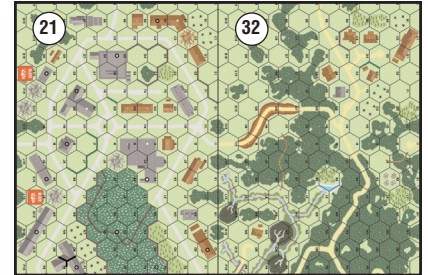
BB 25.1

CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



**VICTORY CONDITIONS:** American wins by controlling 21J4 and 21I3 at game end. German wins by avoiding this.

<div> <div>+</div> <div>GERMANS SET UP FIRST</div> </div> <div> <div>☆</div> <div>AMERICANS MOVE FIRST</div> </div>	1	2	3	4	5	6	7	<div> <div>N</div> <div>Compass rose</div> </div>
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Only hexrows A-P are in play on both boards.

Elements of the 89<sup>th</sup> Infantry Division [ELR:3] Set up in any whole hex of board 21 {SAN:6}:

GERMAN

 4-6-7	 4-4-7	 2-2-8	 9-1	 8-1	 7-0	 3-8	 5-12	 75L	 MPH/RtPh: dr=MF CC:+1/-1
6	4					2	2		3

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Company B, 2<sup>nd</sup> Battalion 893<sup>rd</sup> Regiment [ELR:2] Set up ≤3 hexes of 32E3 {SAN:2}:

AMERICAN

 6-6-6	 9-1	 8-0	 7-0	 4-10	 8-4	 9PP MA:MMG	 76L	 5 OUR, OBA: +4 Other: +2
7						2	2	3

Company A, 146<sup>th</sup> Combat Engineers Battalion [ELR:3] Must Set up on road hexes 32k3-32p6 with no more than 2 MMC 2 SMC and 2 SW per hex {SAN:2}:

 6-6-7	 9-2	 9-1	 8-1	 8-0	 4-10	 8-16	 8-4	 24-1	 30-1
12					2		4		2

SSR:

- EC are moist and there is a light breeze blowing from the east at start.
- The Path in hex 32j1 is wide enough to support vehicle traffic. However, no turret traverse is allowed in this hex, and all vehicles must check for bog before exiting hex 32J1 (there is a -1DRM to the bog DR).
- Place rubble hexes in 21g10, 21i8, 21c2, 21f9 and 21j5. Place blaze counters in hexes 21i9 and 21e10.
- Kindling is NA.
- Building 21K4 is a 3rd level building.
- Prior to the start of play the American 893rd infantry units must take a NMC. Those that fail are broken and DM at scenario start.
- No boresighting is allowed.
- German AT Gun, crew and any leader stacked with them may set up HIP on board 21.

AFTERMATH:

Harassed first by snipers then by small arms, mortars and machine guns, the engineers pressed their assault using “run and duck” methods. After a brief but costly firefight they succeeded in clearing the church and the building immediately behind which turned out to be the German Company Command post. However the engineers had take too many casualties and were too weak to advance any further.